



SHADOWS OF THE BLOOD MOON



A dark shadow creeps over the small village of Redcraft, leaving deep red trails of blood in its wake. Missing villagers and livestock plague the town and it is up to the adventurers to discover the root of the problem...was that a wolves howl that just broke the silence of the night?

A 4-Hour Adventure for five-8th Level Characters

Part One of the Blood Moon Chronicles

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Adventure Code: CCC-Ziege-01
Optimized For: APL 8
Version: 2.1



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INTRODUCTION

Welcome to *Adventure Name*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storyline Name*™ storyline season.

Insert two to three sentence paragraph describing physical location of adventure.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

"These woods weren't always so dark."

- Randolph Borrel

ADVENTURE BACKGROUND

The village of Redcraft, deep in the Cormanther Forest, has been experiencing trouble in the woods surrounding their small outpost. Villagers who dare wander into the forest, return claiming to have been attacked by "bipedal beasts". In addition, over the past few months villagers have gone missing from their homesteads. Recently, the young daughter of the local smith, Ellie Oakburst, has joined the ever growing list of missing villagers. Her upbeat attitude and golden smile have been a beacon of hopefulness for Redcraft. With her missing, the townsfolk sink further into fear. Rastol Shan, head of the Cloaks of Mulmaster, has heard of the attacks and the disappearance of the villagers and has asked for daring adventurers to investigate.

Devotees of Malar, the god of the hunt and lycanthropy, are rumored to have set up a temple in the surrounding area, their presence in the city undeniable. Cloaked in the skins of animals, unwashed, and generally dislikable, these Malanites have been seen slaughtering animals in vicious ways and laying the remains of their animal victims on makeshift altars around the city.

LOCATION AND NPC SUMMARY

Redcraft. Small village where the adventure takes place.

Ellie Oakburst. Young halfling daughter of Oris Oakburst. She has gone missing and is presumed to have been kidnapped.

Oris Oakburst. The local halfling blacksmith. Father of Ellie Oakburst.

Rastal Shan. Head of the Cloaks of Mulmaster. Spooky and mysterious.

Boric. The local town hoodlum. If he got himself into trouble no one would be surprised.

Jezzebelle. Originally from Waterdeep, this bar maid moved to Redcraft to get away from the drama and danger of the big city.

Missus Gallum. She has lived in Redcraft her entire life and intends on keeping it that way. Very kind and attentive.

Randolf Borrel. Standoffish, gruff, and odorous, Randolph means well but doesn't come off that way.

ADVENTURE OVERVIEW

The adventure is broken down into 4 parts:

Part 1. The adventure begins with the characters meeting with Rastol Shan of the Cloaks of Mulmaster (Mulmaster's magic users guild). He asks them to investigate the happenings around Redcraft and to report back their findings. He suggests they meet with Oris Oakburst, Redcraft's local smith, whose daughter recently disappeared without a trace.

On their way out of the city the adventurers have a run in with a group of individuals leaving offerings at an altar. Investigation reveals the symbols on the altar are associated with Malar, the god of the hunt. Worship of Malar is frowned upon in the Forgotten Realms due to the bloodlust of those who follow him.

Part 2. Adventurers arrive in the village of Redcraft. The party meets with Oris Oakburst in the local tavern, The Ziegenbart. He tells the party about the night his daughter went missing.

Oris also explains that villagers have been experiencing problems when they enter the woods. Those that venture into the woods, return to tell tales of vicious encounters with the beasts that live there. Survivors bare claw and bite marks, grim reminders of their encounters. He suggests talking to Randolph Borrel, one of the survivors of such attacks.

The party finds Randolph in his hut, just outside village limits. He will tell the party that while he was checking his traps he was suddenly attacked from behind. A creature bit him and clawed at him. He will explain that the noise that came from the beast was almost human like.

Randolf offers to lead the party to the site of his attack. Randolph suggests talking to three more people before they head out: Missus Gollan, Boric, and Jezzebelle the waitress: all three have had run ins with these beasts as well, and were the only ones who lived to tell of it.

Part 3. Missus Gollan, Boric, and Jezzebelle can all be found in the Ziegenbart. They tell the stories of their encounters

Part 4. It takes four hours to get to the location of Randolph's attack. The evidence of a struggle is still there and there are wolf-like tracks in the dirt. Investigating this area, the party finds a gathering of werefolk around a large altar of Malar.

After fighting and investigating the altar, the characters find a notebook at the altar detailing plans to abduct the villagers, turning them into lycanthropic slaves of Malar. Randolph will tell them they must return to the village and inform the others before it's too late.

ADVENTURE HOOKS

Fairy Tales. Residents of Mulmaster and the surrounding communities have heard rumors of strange beasts in the woods as of late. A curious mind might just want to find out what terrors lurks in the forests.

Lords Alliance (Faction Assignment). Maintaining a good relationship with the Brotherhood of the Cloaks is high on the priority list for faction leaders of Lords Alliance. Helping Rastol Shan with this mission should tighten the bonds shared between the two groups.

A Penny For Your Troubles. There is always money to be made, and the offer the village of Redcraft has made and Rastol Shan has communicated proves it.

PART I. A DARK ROOM AND A DARKER MESSENGER

Estimated Duration: 60 minutes

GENERAL FEATURES

Terrain. Dark, flat wood covers the floor of this office, with dark drawn curtains covering the windows.

Weather. Overcast, though one can't tell through the curtains.

Light. Flickering firelight.

Smells and Sounds. The raspy breathing of Rastol Shan and the crackling of the fire.

01. MEETING RASOL SHAN

The party has been summoned to meet with Rastol Shan, the mysterious head of Mulmaster's wizard guild, the Brotherhood of Cloaks. He meets with them in a shuttered room high in a tower occupied by the Brotherhood. As the party enters the meeting room they are met with high stocked bookshelves, a dark wooden desk, and the masked figure of Rastol Shan seated in an elaborately carved chair before a roaring fireplace.

Read or paraphrase the following:

The late afternoon sunlight seems to rush out of this dark room as the great double doors close behind you. A roaring hearth is the only source of the light, illuminating the towering bookshelves and the spines of its residents, casting dancing shadows over the faces of your companions. A hooded figure sits behind the only piece of furniture in the room, a great dark desk carved by the hands of elves.

"Thank you for coming so quickly, adventurers. I am Rastol Shan, head of the Brotherhood of the Cloaks." A deep voice echoes over the wooden floor. "The people of Redcraft require your assistance. About a month ago an urgent message from the villagers asking for assistance. They said mutated creatures were dragging their livestock away into the woods slaughtering these animals mercilessly. We wrote it off as the ramblings of a superstitious folk and subsequently ignored their requests. However, a fortnight ago a second messenger arrived in an agitated state. He had been attacked on the road to Mulmaster, by a

rabid creature that teared into him and killed his horse. The creature chased him down as he tried to escape. The messenger also said that the reported livestock killings have escalated to now include other animals, and most disturbingly, people. The villagers believe that these monstrosities are not killing people. It is their belief that these missing individuals have been kidnaped." Rastol Shan rises suddenly, walking from behind his desk to face the party. "The messenger was particularly worried because the most recent victim is only thirteen years old. I am told that her name is Ellie Oakburst, and that she is the daughter of the local smith Oris Oakburst. The people of Redcraft have offered a reward for any group that is able to find the threat, and destroy it."

Rastol Shan will tell the players how to get to Redcraft, by following one of the major roads south into the Cormanthor forest. He will tell them the village of Redcraft have offered 2,000 gold for ridding Redcraft of this nuisance. After a day of travel, they should arrive in Redcraft and start their investigation with Oris Oakburst. Oris will be able to tell them more of the attacks and his theories regarding those perpetrating them.

02. INTO THE WOODS

Travelling the road from Mulmaster to Redcraft, the characters find few others on the road.

Read or paraphrase the following:

As you come upon a bend in the path, you see a small encampment set up under a sign that reads "Redcraft". As you approach, you smell soup cooking over a fire and hear the cherubic voices of two halflings singing.

The two halflings are Liam Lightfoot and Rosco Underburrow, bards of little renown but great skill. Rosco is the more talkative of the two and greets the players with enthusiasm. The pair aren't from around Mulmaster and they've been travelling for a while. They've decided to camp here for a while. They have been at this location for about a week and

have talked to a few travellers making their way to Redcraft. Rosco tells the characters of a rumor he heard from a passerby that “monsters in human flesh suits are attacking those who walk along the road”. Neither Liam or Rosco have seen these creatures, but Rosco voices his desire to see one, much to Liam’s disdain.

As the players continue toward Redcraft have them make a **DC 15 Wisdom (Perception) check**. Those succeeding (or those with a **Passive Perception of 12 or more**) see a strange structure just beyond the edge of the tree line, seemingly hidden from view. Note if any character attempts a stealth check as they approach. If they don’t, the werewolf will be waiting for them when they emerge into the clearing.

03. SHRINE OF MALAR

Walking through the woods the characters will see the mangled remains of scattered forest animals: a few squirrels, a rabbit, and the rotting carcass of a deer (terrifyingly flayed and hanging from a tree). Stepping into the small clearing will reveal a group of savage looking humans praying to what appears to be an altar, the skins of animals draped over their shoulders.

When the party enters the clearing the **two wereboar and two werewolves** will use their actions to shift into their Hybrid forms and attack. Infuriated that non-believers dare enter the sacred circle of their shrine, the Malanites are eager to offer the characters to their god. If the characters are able to sneak up undetected they hear one of the wereboar speaking to the others of how they will soon take the “scum of the village and sacrifice them all the Malar, just as the high priest commanded.”

Tips for this encounter: All werewolf are shifted into their hybrid form prior to the start of combat unless otherwise stated.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These adjustments are not cumulative:

- **Very weak party:** Remove **two werewolves**, add **two wererats**. The werewolf use their first action of combat to use their *shapechanger* ability.
- **Weak party:** Remove **one werewolf**, add **one wererat**
- **Strong party:** Add **one werewolf**
- **Very strong party:** Replace the **two wereboars** with **two werebears**

Once the werewolf are killed they will revert to their humanoid forms. A **DC 15 Intelligence (Religion) check** will recognize this altar as a tribute to the god Malar, the god of evil lycanthropes, savagery, and bloodlust, his symbol is a bloody werewolf paw painted in blood.

TREASURE

Among the altar they will find the rotting remains of animals, bones, and trinkets worth 200 GP. On one of the werewolf they also find a leather bag containing a set of **Figurines of Wondrous Power - Ivory Goats**.

PART II. ARRIVAL IN REDCRAFT

Estimated Duration: 30 minutes

Redcraft is a tiny village sporting only a tavern, a smith, and a general store. The road that the characters travel on lead them straight into the town square where these three buildings stand.

GENERAL FEATURES

Redcraft has the following general features:

Terrain. Dirt walkways and roads, well worn and packed tightly from years of use.

Weather. Chilly and brisk.

Light. Sunlight occasionally filtering through the clouds.

Smells and Sounds. Relatively quiet with the occasional bray of a farm animal or yell of a child.

Entering the tavern, The Ziegenbart, all eyes turn to the outsiders. Despite the time of day, the Ziegenbart is quite crowded, as if every member of the village is in attendance. From the back of the crowd a burly halfling approaches the party. This is Oris Oakburst, an older halfling with a shock of red hair jutting from his jaw. He ushers the party to a table in the back corner, away from prying ears.

Roleplaying Oris Oakburst

Oris is a very proud halfling, happy with his simple life in the village of Redcraft. He is distraught over the kidnapping of his daughter Eillie, but is too scared to venture out into the woods alone. He is kind but speaks gruffly, worried for his daughter's safety.

Oris orders a round of drinks for the party and tells them the story of Ellie's kidnapping.

Read or paraphrase the following:

It was late evening and all was quiet, when out of nowhere, Ellie's screams pierced the night. I grabbed my axe and ran into her room where I was confronted by the sight of a monstrous beast cradling my poor, sweet Ellie in its arms. Its blood-red eyes pierced my soul and I felt my hands trembling - I was too scared to move! The beast jumped out the window, stealing Ellie into the night. The next morning I investigated outside her broken window to find what looked like wolf prints under the sill. I reported my findings to Randolph Borrel, a ranger living on the outskirts of the town. He told me that he had gone into the

woods earlier that day to check his traps and had been attacked by an animal that matched the description of the beast that took my Ellie. Oris pauses, takes a deep swig of beer, and reaches to his belt. The jingling of coin distracts you for a moment as Oris sets his purse on the table, offering you 100 gold, if you're able to save his daughter. He reminds you all that the village has mustered together 2000gp as a bounty for the party that can find this threat and remove it quickly.

The players are directed to head to Randolph's house. On their way, they will notice a distinct lack of villagers milling about. The town is near deserted, save for those holed up in the Ziegenbart. Randolph's house is tucked away from the village a few hundred feet into the woods off a well-worn path. As the players go to knock, the door swings open to reveal a tall man with a dark beard and fresh gash on his face. His hard eyes glance over the party before curtly asking, "Who are you and what brings you to my doorstep?"

Roleplaying Randolph Borrel

Randolph Borrel is a hard man, who has spent his whole life learning the ways of the woods. He settled in Redcraft over thirty years ago after he injured his back on a particularly dangerous mission. He speaks in short, clipped phrases, states the facts, and doesn't let his emotions betray him. Randolph is furious that a mangy beast could sneak up and attack him. He is intent on bringing this creature's head back to mount on his wall.

When the players explain why Oris sent them, Randolph lets them into his house. It is a small, single room hut, with only a bed, a hearth, and a washsink. The hut cannot hold more than six medium sized creatures. Randolph explains to the party that the day Ellie was kidnapped he had been checking his traps deep in the woods when he was attacked by an animal he had never seen before. He managed to fight it off by bringing a dagger down across the creature's muzzle. Randolph's pride has been damaged and he wants revenge. He also believes (along with most of the townsfolk) that this beast,

the beasts that have been killing livestock, and the beast that kidnapped Ellie, are same creatures. Randolph recalls that when he first moved to Redcraft there had been a village elder who had told him about rumors of werefolk in the woods, that worship an old, dangerous god. Randolph had never believed the stories, but he believes there may be some truth in the elder's ramblings. , Randolph asks if any of the party currently possess silvered weapons. He offers a silvered longsword up to the party if they're able to help him destroy these beasts. He tells the party that he plans to go into the woods this night.

While Randolph makes preparations for the hunt, he suggests talking to three other people in town: Missus Gollan, Boric, and Jezebel the waitress. These three are the only ones who have been attacked and have lived to tell the tale. Randolph tells the party the three survivors can all be found at the Ziegenbart, as that's where most townsfolk have been staying since the attacks increased in frequency. He tells the party that Missus Gollan has an amazing garden and has recently been growing wolfsbane root. If they ask, they should be able to get some from her.

PART III. GATHERING THE STORIES

Estimated Duration: 45 minutes

As dusk settles in around Redcraft, the party returns to the Ziegenbart. Inside, there seems to be even more townsfolk than when they first arrived. Characters notice that some of the villagers appear to be sleeping in the tavern instead of in their homes. Sleeping rolls strewn about the floor of the tavern indicate as much.

GENERAL FEATURES

Terrain. Rough, hewn wood tables, chairs, and bar.

Weather. Cold enough to draw breath from your lips.

Light. Flickering firelight from candles.

Smells and Sounds. Quiet mumbling, scraping of chairs, clinking of silverware.

JEZZEBELLE

As the party enter the bar, a particularly pretty human waitress with brunette hair asks them what they'd like to drink. This is Jezebel, the waitress that Randolph spoke of earlier. A **DC 12 Wisdom (Perception) check** reveals three jagged scars on the waitress's chest. If she notices the characters starting (**contested Perception Check**), she moves to cover herself, becoming self-conscious. If this happens increase the DC of the following checks by 2.

Jezebel is hesitant to talk about her encounter with the beasts from the woods, but a **DC 14 Charisma (Persuasion)** will convince her to talk. Failing the check by 5 or more makes her clam up. She refuses to speak further unless a **DC 16 Charisma (Persuasion) check** is successfully made to assuage her. Jezebel tells the party that she was cleaning up the Ziegenbart after a busy night, when she heard noises from outside. She went to investigate, when a creature rushed her and slashed her chest, leaving her with three jagged scars. She managed to fend off the beast somehow, and retreated into the bar to tend her wounds.

A particularly insightful character (or a **DC 18 Wisdom (Insight) check**) tells the party that if these terrifying beasts were able to best both Oris Oakburst and Randolph, it is not very probable that the small statured Jezebel would be capable of fighting one off alone. If questioned about this, Jezebel becomes defensive, firmly stating she fought it off before seeking safety in the tavern.

MISSUS GOLLAN

Resting in a rocking chair by the hearth, Missus Gollan has been staying at the Ziegenbart in a private room since she was attacked a tenday ago. Her arm remains in a sling from when the creature attacked her sinking its fangs into her arm. She is very soft spoken, a shock of long gray hair flows around her shoulders like a shawl.

She does not look at the characters or speak unless spoken to first. She simply rocks in her chair, cradling her arm. When disturbed, she keeps her gaze low, nervously looking about the room. If pressed she tells the characters that she was gardening behind her house early in the morning (before the sun was full in the sky), when the creature attacked her.

As the creature sank its teeth into her exposed arm, Missus Gollan screamed, causing the creature to retreat to the woods. After she tells her story, she asks the party to "leave her be" so that she may rest. Night is coming soon.

If the characters ask about wolfsbane root she turns pale, asking "why would you need such a thing." A **DC 16 Wisdom (Insight) check** reveals Missus Gollan is terrified of the thought that what attacked her could be lycanthrope. She is able to sell each character one wolfsbane root for 5 sp. She reminds the party that it will go bad within 24 hours.

BORIC

Finding Boric is a greater challenge than the party was told it would be. Villagers had seen him around the Ziegenbart all night, but it appears now that he is needed, he is nowhere to be found. If the party asks about Boric's whereabouts, any villager tells the party they saw him slinking out the back door of the

tavern. If the party pursues Boric they find him standing in the center of town square, walking on the lip of the central fountain.

Read or paraphrase the following:

A low wind howls through the deserted town square, kicking up leaves and dust around the central fountain. There you see a man matching the description of Boric, erratically muttering to himself and scuttering around the edge of the fountain. The man scratches his face and his arms feverishly. As you move toward the man, your muffled footsteps alert Boric of your presence. He dives behind the worn fountain statue, his wild eyes peering over the weathered top.

"Stay back!" Boric barks, his frightened voice echoing in the night. He continues to murmur gibberish, he hits himself, and stares balefully at the moon, glancing in your direction every few moments.

Boric has recently been infected with the lycanthropic curse and is about to undergo his first transformation. A group of werewolf are hiding in the treeline of the forest, waiting for Boric's transformation to be complete. The werewolf lay in wait and will ambush the party!

Read or paraphrase the following:

Suddenly,, Boric stops, turns his eyes to the moon, and begins to scream as his skin is ripped from his muscles. His bones begin to snap and reform, falling into a lycanthropic transformation. Within moments Boric turns to the party, baleful hatred reflecting in his dark werewolf eyes. His bestial head turns back to the moon and you hear a guttural howl as **five more werewolves** stalk out of the woods: its a trap!

Tips for this encounter: All werewolf are shifted into their hybrid form prior to the start of combat unless otherwise stated.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These adjustments are not cumulative:

- **Very weak party:** Remove **five werewolves**, add **four wererats**. They spend their first action of combat shifting.
- **Weak party:** Remove **two werewolves**, add **one wererat**
- **Strong party:** Remove **one werewolf**, add **one wereboar**
- **Very strong party:** Remove **two werewolves**, add **two wereboars**

Once the party takes care of Boric and his pack, Randolph appears and summons the party into the woods - there's more werewolf where they came from!

TREASURE

The party finds **200 scattered gold pieces** on the corpses of the werewolf.

PART IV. HUNTING IN THE DARK

Estimated Duration: 60 minutes

The party travels into the woods for what feels like about four hours. Dusk turns to night as the party reaches Randolph's hunting location. The party comes to a small stream, where there is evidence of a recent struggle still plainly displayed in the forest undergrowth.. Deep gouges can be found in the soft dirt, bushes have been flattened, and Randolph shows the party what remains of his now twisted and ruined hunting trap. Players with a **Passive Perception of 13 or higher** realize this clearing in the forest are eerily quiet.

Randolf walks around the clearing, pointing at various marks, explaining the struggle with the beast moment by moment. In the middle of his explanation, he stops suddenly, his hand drifts to the silver shortsword on his belt. "I believe we have visitors." Hesays quietly, before heading deeper into the forest. Randolph holds a finger to his lips, signaling for the party to move quietly. Take note of whether or not the group chooses to Stealth. Making too much noise will cause the party to be spotted.

The party stops outside of a clearing with a roaring fire in the center taking up a 20x20 foot space. There sits a group of werewolf, shapeshifted and talking among themselves, seemingly praying to the altar that stands behind the fire. At the altar's base a human in dark robes stands, preaching to the werewolf about the way of Malar.

Read or paraphrase the following:

As you skirt the edge of the clearing a commanding figure in dark robes stands before a roaring fire, preaching over werewolf gathered at his feet. "The time has come to strike down the Village of Redcraft! Our new brothers and sisters have achieved their true forms and await further instructions inside of the village. Soon, we will take the village in the name of Malar! I will wait for you in the Temple of the Blood Moon, my disciples. The Cult of the Blood Moon will soon wreak havoc, transforming the weak, pathetic villagers into servants of Malar!" The werewolf howl and yip in response, throwing rocks and branches into the fire pit, sending sparks into the air as the cloaked figure runs off into the woods.

Randolf steps forward, silver longword in hand.

The party hears an audible snap as Randolph and any character within 10 feet of him are swept up into a trap, alerting the werewolf of the group's presence!

Net Trap

Trigger. A tripwire strung across the path is rigged to a large net. If the tripwire is broken, the net falls on intruders.

Effect. A net covering a 10-foot-by-10-foot area centered on the tripwire falls to the floor, covering those caught under it. Any creature fully within this area must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use its action to make a DC 10 Strength check to try to free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10) also frees a creature without harming the creature.

Countermeasures. A DC 15 Wisdom (Perception) check reveals the tripwire and the net. A DC 15 Dexterity check made with thieves' tools disables the tripwire without dropping the net.

Once the trap is triggered the werewolf turn to face the net trap and charge the party! **two weretigers, two werewolves, and one wereboar** attack! The hooded figure, Maz Dormur, High Priest of the Blood Moon Cult, uses his turn to Hide and escape as soon as the first scent of danger appears. Randolph, once freed from the trap, shouts that he is going to track down the hooded figure, leaving the party to deal with the werewolf.

Tips for this encounter: All werewolf are shifted into their hybrid form prior to the start of combat unless otherwise stated.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These adjustments are not cumulative:

- **Very weak party:** Remove **two weretigers**, add **two wererats**. The werewolf spend their first round of combat shapeshifting.
- **Weak party:** Remove **one weretiger**, add **one wererat**
- **Strong party:** Add **one wererat**

TREASURE

As the players search the altar they find scattered jewels and trinkets worth 300 gold. Randolph thanks the party for saving him and offers his **silvered longsword** as a gift.

CONCLUSION

After the run in with the second group of Malanites, Randolph insists the party return to Redcraft to regroup and share the news. Randolph puts the characters up in the Ziegenbart for the night. Tensions run high among the townsfolk. e tells those in the Ziegenbart what the group found in the woods. Oris meets the party and tells them he has sent a messenger to Rastol Shan regarding what has been discovered. Oris also offers the group the **2,000 gold reward** for discovering the source of the troubles plaguing Redcraft.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Werewolf	700
Wererat	450
Werebear	1800
Wereboar	1100
Weretiger	1100

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

The **minimum** total award for each character participating in this adventure is 2500 **experience points**.

The **maximum** total award for each character participating in this adventure is 3500 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Werewolf Gold	700
Town Reward	2000

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

SILVERED LONGSWORD

Nonmagical silvered weapon

This item can be found in the *Player's Handbook*.

FIGURINES OF WONDROUS POWER - IVORY GOATS

Wondrous magic item, rare

These small figurines appear to be miniaturized and petrified goats. The first and smallest is brown and white. The second is gray and black. The final goat is teal and purple with golden horns. The owner of these figurines always manages to smell like wet goat.

STORY AWARDS

During the course of this adventure, the characters earn the following story award:

Malar's Bane. Werefolk everywhere hear of your exploits against Malar and come to despise you for it. You have disadvantage on all Charisma checks against lycanthropes, whether or not you know they are cursed.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of Lords Alliance that complete this adventure earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. MONSTER/NPC STATISTICS

WEREBEAR

Medium humanoid (human, shapechanger), neutral good

Armor Class 13 (chain shirt), 14 (natural armor) in bear or hybrid form

Hit Points 135 (18d8+54)

Speed 30 ft. (40 ft., climb 40 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

WEREBOAR

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13 (chain shirt), 14 (natural armor) in bear or hybrid form

Hit Points 78 (12d8+24)

Speed 30 ft. (40 ft., in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Senses Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form). If the wereboar moves at least 15 feet straight toward a target and the hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 instead.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Tusk (Boar or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 15 (chain shirt)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Senses Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 14 (chain shirt), 15 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8+18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Senses Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell and Hearing. The werewolf has advantage on Wisdom (Perception) checks that rely on smell or hearing.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

WERETIGER

Medium humanoid (human, shapechanger), neutral

Armor Class 15 (chain shirt)

Hit Points 120 (16d8+48)

Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Senses Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on smell or sight.

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

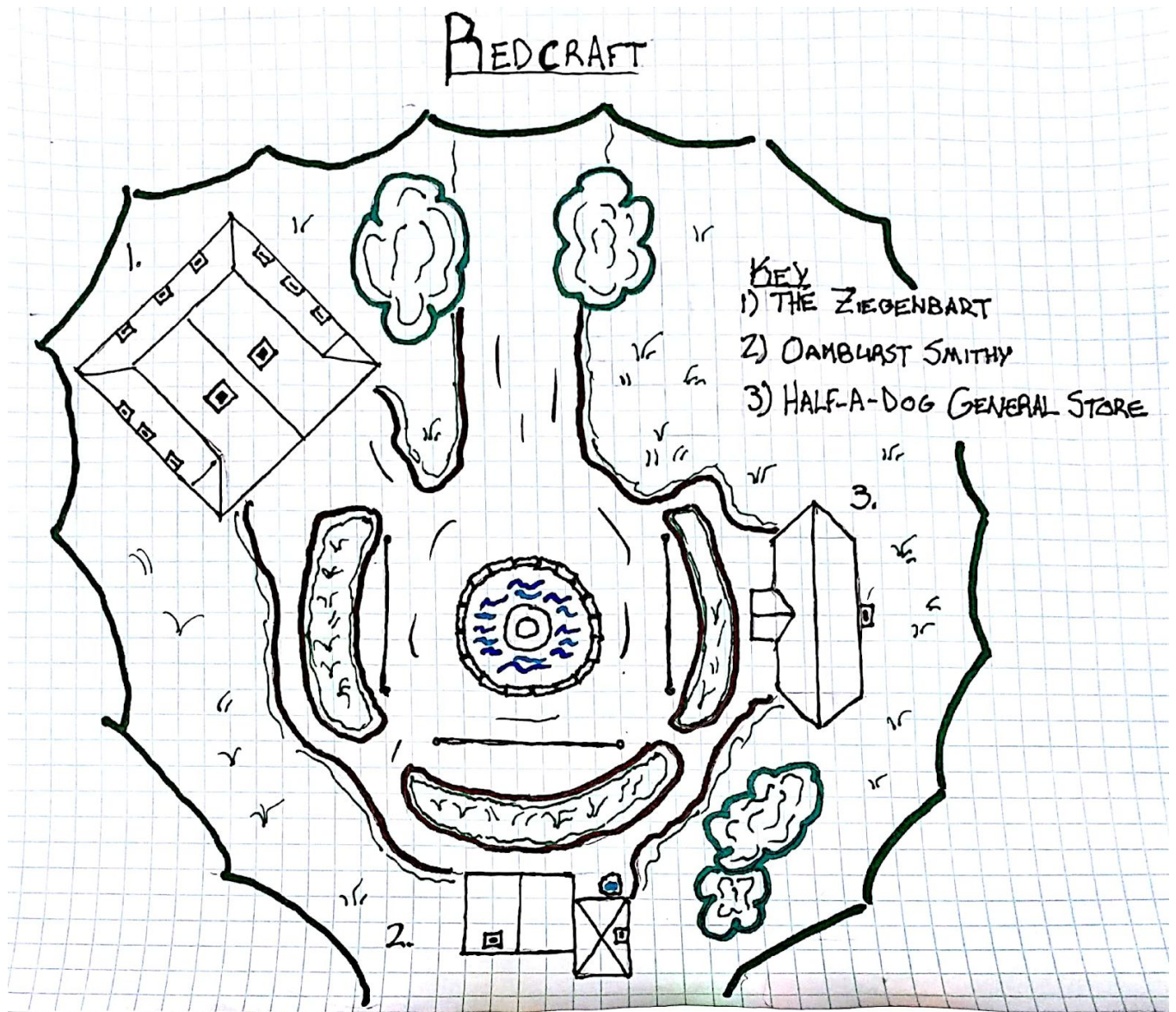
Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

APPENDIX. MAP



PLAYER HANDOUT I. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

MALAR'S BANE

Werefolk everywhere hear of your exploits against Malar and come to despise you for it. You have disadvantage on all Charisma checks against lycanthropes, whether or not you know they are cursed.

PLAYER HANDOUT I. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

FIGURINES OF WONDROUS POWER – IVORY GOATS

Wondrous magic item, rare

These small figurines appear to be miniaturized and petrified goats. The first and smallest is brown and white. The second is gray and black. The final goat is teal and purple with golden horns. The owner of these figurines always manages to smell like wet goat.